

Number 12

BLOOD and IRON

November 30, 1972

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Blood and Iron is devoted to multi-player "conflict simulations," especially Diplomacy variants. Subscription 8/1, sample issue 15¢ from the editor-publisher, Lewis Pulsipher, 329 Twin Towers, Albion, Mich. 49224 (but see below). BI is affiliated with the Michigan Organized Wargamers and its games are guaranteed by that group. This is Orion Press publication #31.
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TAKE NOTE: My address from December 21 to January 13 will be:

423 North Main
Bellevue, Mich. 49021

Unless you have something urgent to say, send mail to the above address henceforth. I'd rather not have to bother with it during finals (I find it almost impossible to avoid reading the mail as soon as it arrives).

1972.9h

1938 attacks (please don't call it "Fall." The term makes me retch).

Russia: Vs. BRI in Rus, 1-1, no change

Germany: Vs. USA in Pol, 1-1, no change. Vs. BRI in Ger, 1-1, X.

Vs. BRI in Aus, 7-1, D. Vs. BRI in Rom, 2-1, no change. Vs.

BRI and USA in Rhi, 2-1, X.

Germany places controls in Austria and Rhineland. France places understanding in Britain and Germany. Britain places understanding in United States.

	Al	Au	Ba	Br	Cz	Fr	Ge	It	Po	Rh	Ro	Ru	US
USA (Campion)									7				8
FRA (Hendry)	C				U				U+3				
BRI (Caton)							4			2	U+2	U+3	
RUS (Eynon)			C		U+2				U+4			12	
GER (Birsan)	C	C	C				1		10	C	5		

Thanks to Todd Roseman for submitting standby moves for Russia. Britain did not submit moves this time, so will Todd please submit 1939 placements for that country. Deadline for 1939 placements is December 27 at noon at Bellevue. Mail early; I will probably not have time to wait for late moves.

December is Be Kind To Paul Wood Month.

1972.23h

US (Darbyshire Eynon): NMR Standby orders used. 2-Po, 2-Cz.

FRA (McHoull) 3-Al, 1-Au, 2-Po. BRI (Lipson): 5-Ge, 2-Au, 1-Cz, 2-Po. RUS (Van De Graaf): 5-Ro, 3-Ru. GER (Roseman): 3-Al, 13-Au.

	Al	Au	Ba	Br	Cz	Fr	Ge	It	Po	Rh	Ro	Ru	US
USA			2					4					
FRA	5	1		2				2					
BRI	4			4		5		5					
RUS			C							5	3		
GER	3	18							C				

Emmett Darbyshire failed to submit moves and is replaced by Barry Eynon, 1318 So Quad, 600 E Madison, Ann Arbor, Mich. 48104.

Deadline as for .9h above for 1936 attacks.

Standbys are needed for both games. The third Origins historical game needs three more players to start.

Miller Numbers

72Yw. Cline 9-man game, Conrad von Metzke (RENAME) I will not list the players in this game until Conrad does (players are currently voting concerning rule changes).

72Zbu. Youngstown Variant, Karl Pettis (CRUSH). Austria-Herb Barents, China-Dave Kincade, England-Bill Atteberry, France-John DePrisco, Germany-Joe Uhrig, India-Sean Summers, Italy-Hank Zucker, Japan-Randy Christopher, Russia-Duane Lindstrom, Turkey-Jim Murphy.

72AAdc. Winter 9-man game, Fred Winter (CARBON 13). Austria-Herb Barents, England-Victor Ricci, France-Bill Larson, Germany-Wayne Lanham Jr., Italy-Tom McMahon, Russia-Scott Majeske, Spain-Shep Siegel, Sweden-Tom Worthington, Turkey-William Osmanson.

72ACde. Third Age, John Piggott (ETHIL THE FROG). Eriador-John Lettice, Gondor-David Christianson, Mordor-Gregory Ward, Rhovanion-Hartley Patterson, Rohan-Martin Davis, Umbar-Bob Harris.

72ADde. Third Age, John Piggott (ETHIL THE FROG). Eriador-Andrew Waldie, Gondor-Martin Mellish, Mordor-Harry Bell, Rhovanion-Henry Pijohn, Rohan-Brian Yare, Umbar-Tom Durrheim.

72ABde. Third Age, John Piggott (ETHIL THE FROG). Eriador-John Morrison, Gondor-Phil Jones, Mordor-Andy Davidson, Rhovanion-Richard Walkerdine, Rohan-Geoff Corker, Umbar-Graham Jeffery.

1968Rbu and 1969Abu, YV games in UTOPIA, are probably over, but I do not have information more recent than last December. 1966AFaa, 66AKaa, 67Naa, 67Ram, 68Tam, should all be added to the active list of last issue. These are revived Imperialism VII (aa) and VIIR (am) games in Paul Bond's LOMOKOME.

The following is an excerpt from a letter Dick Vedder wrote in July. I am printing it without comment in hopes that some of the people who GM variants will have something to say, either for publication or privately.

"I would also like to suggest that you require of all games currently being run (as well as of all future ones), that the GMs send in with their request for a Miller # a copy of the variant(s) they intend to run, as well as to notify you if they have felt obligated to change the map or rules during the course of the game. I think this would be invaluable in determining whether or not an "improvement" on an older variant deserves a new no.. You might also require that all GMs send you (by 3rd class of course) every issue of their variant zines, to assist you in the above-mentioned assignment of Miller #, and in preparing complete game summaries, for I feel that this task will, alas, end up being one of those "I'll have to do it myself" things. Enough GMs just don't care. To gain compliance, you might publically (& loudly) declare that all such materials will not become your personal property, but rather the property of whoever has the duty of assigning Miller Nos."

For the time being Conrad Von Metzke is taking care of Rod Walker's variants as well as his regular games. Walker's games were followed by an asterisk in the list last issue. Conrad also tells me that Payton Turpin's two Imperialism IXR games will probably be orphans.

SANCTIONS, ORPHAN GAMES, AND IDA

The following perhaps belongs in Diplomacy Review, but here it is. If John Boyer finds it worth including in DR, fine.

I think that some background information is needed to help IDA members appraise the suggestions Len Lakofka made in his article "Talking About Sanctions" in DR #3.

Many individuals have recommended or rated 'zines concerning reliability and quality, but so far as I know there has never been a sustained effort by any group to rate Diplomacy 'zines. Most of the time a non-veteran player could only ask for a sample of a 'zine and try to judge its quality himself; at best the 'zine might be recommended by friends. While IDA recommendations might result in some bad feeling, I do not know of any other national group which could make an informed recommendation; either IDA must do it, or the present state of anarchy will continue.

For many years, when games were abandoned players might find another GM to take over if they were persistent and lucky. In recent years some authority has entered into the question of orphan games, though many players and some publishers seem to be unaware of it. Rod Walker, under the auspices of the PDC/NFFFBDD, assumed the task of finding homes for orphan regular games, and this year I began the same function for orphan variants. Walker's authority through PDC was not universally accepted, but since he also assigned Boardman numbers for regular games he was the logical choice for the task, as I was for orphan variants since I assign Miller numbers. Conrad Von Metzke has assumed Walker's tasks, but not the authority of PDC. Thus at this point PDC authority is no longer relevant. It has become a generally accepted fact that the person who assigns game numbers will be responsible for orphan games.

However, some people are not aware of the set-up, or prefer something else. Steve Cooper, for example, suggested in Armadillo #12 that an "Orphan Games Bureau" might be established; apparently he is unfamiliar with the Walker/von Metzke efforts. Chic Hilliker suggested in Silmarilli #2 that publishers could form an independent group solely for picking up orphan games of members of the group. Only one group of this nature has been formed -- the GM group of the Michigan Organized Wargamers. The only difference between the GM group and Chic's suggested group is that the parent group (MOW) takes care of a new GM's expenses -- he is stuck only with labor, and the players don't have to pay more (which is usually what happens).

As long as the Chief of an independent group did not drop out, dues charged to individual publishers, perhaps based on the number of games they run, could be sued to cover expenses for orphans.

IDA could easily set up groups in each of its geographical regions, with Regional Secretaries to administer each group. This is one of the few cases in which the Region system can work to IDA's advantage. As with the MOW GM group and Chic's group membership would be voluntary. Only "recommended" 'zines would be accepted, or a fee could be charged both to defray expenses for orphans and to assure that publishers are seriously concerned about their games. Or the MOW system, whereby the current members of the group must approve the addition of a new GM, could be sued.

Len suggests that defaulting publishers should be thrown out of games they are playing in. This is partly a matter of individual

GM initiative; one house rule can take care of it. In fact, in MOW we even expel players who drop out of one game from all other MOW games, barring extenuating circumstances. We do this as a deterrent to dropping out, but I doubt that the same thing would deter a GM from abandoning his games.

In any case, we must avoid standards and coercion; IDA will probably cause enough ill feeling through recommendations by the Council to occupy us all.

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I have on hand a page and a half letter from Edi Birsan, but it will have to wait until next issue, which will probably be a January one.

There are still four open spots in a Youngstown Variant game in Burt Labelle's Pellucidar at \$5. If the game is not full by January 1 money will be refunded. Burt Labelle, Forest Park #23, Biddeford, Maine 04005.

The Tangelo Express is a new Diplomacy 'zine which has a lot to do with variants. The publisher intends to GM some variants as well as reprint variant rules in every issue, though I'm not sure he'll be able to manage the last. While he is looking for orphans he has opened one regular game. Fee is sub to the 'zine (\$7/\$1) plus a \$2 position deposit. Players in more than one game, or who receive the 'zine via trade, will be charged 5¢ per move. The publisher has not played by mail so far as I know but had a fair amount of experience as GM of the SICL Diplomacy tournament. A sample issue is 15¢ from Richard Hull, 4720 Cloyne, Apt #2, Oxnard, Calif. 93030.

I now have the necessary information for Walker's variants and the Omniparous YV game. GM's who have not already contacted me, who wish to take care of an orphan variant, should contact me immediately. I probably won't be able to take care of them until after Christmas.

Lewis Pulsipher
329 Twin Towers
Albion, Mich. 49224

First class

Return Requested

First class

HULL